

NAME THE TOWNS

A program giving practice in identifying Australian towns. The aim is to enter the name of the town corresponding to the location of a flashing point on a map of Australia.

The program features a choice of four skill levels:-

- * Letter and Picture
- * First Letter Only
- * Picture Clue Only
- * No Clues Given

This program is aimed at children in Years 4-7 (ages 8-12), but is suitable for older children and adults as well. It is recommended that children have ready access to an atlas, that they can refer to during the program. Following display of the map and a brief tune, the question number appears. Depending on which level is being played, a picture, a letter or no clue at all will precede the flashing point and a beeping tone. The point will continue to flash until a key is pressed. The letter keys and [SPACE] can be used to enter the answer. The [;+] key, alone, when pressed, will erase the current character. When satisfied that the entry is correct, press the [RETURN] key. The answer will then be ticked for right or crossed for wrong, accompanied by an appropriate tune. If the answer is incorrect, the correct answer will be displayed, and remain on screen until a key is pressed. The program will conclude after completion of ten (10) questions, when the total scored will also be displayed.

The following special keys are used:-

;+ Pressing this key erases the current character.

RETURN Press this key, when satisfied that the answer entered is correct.